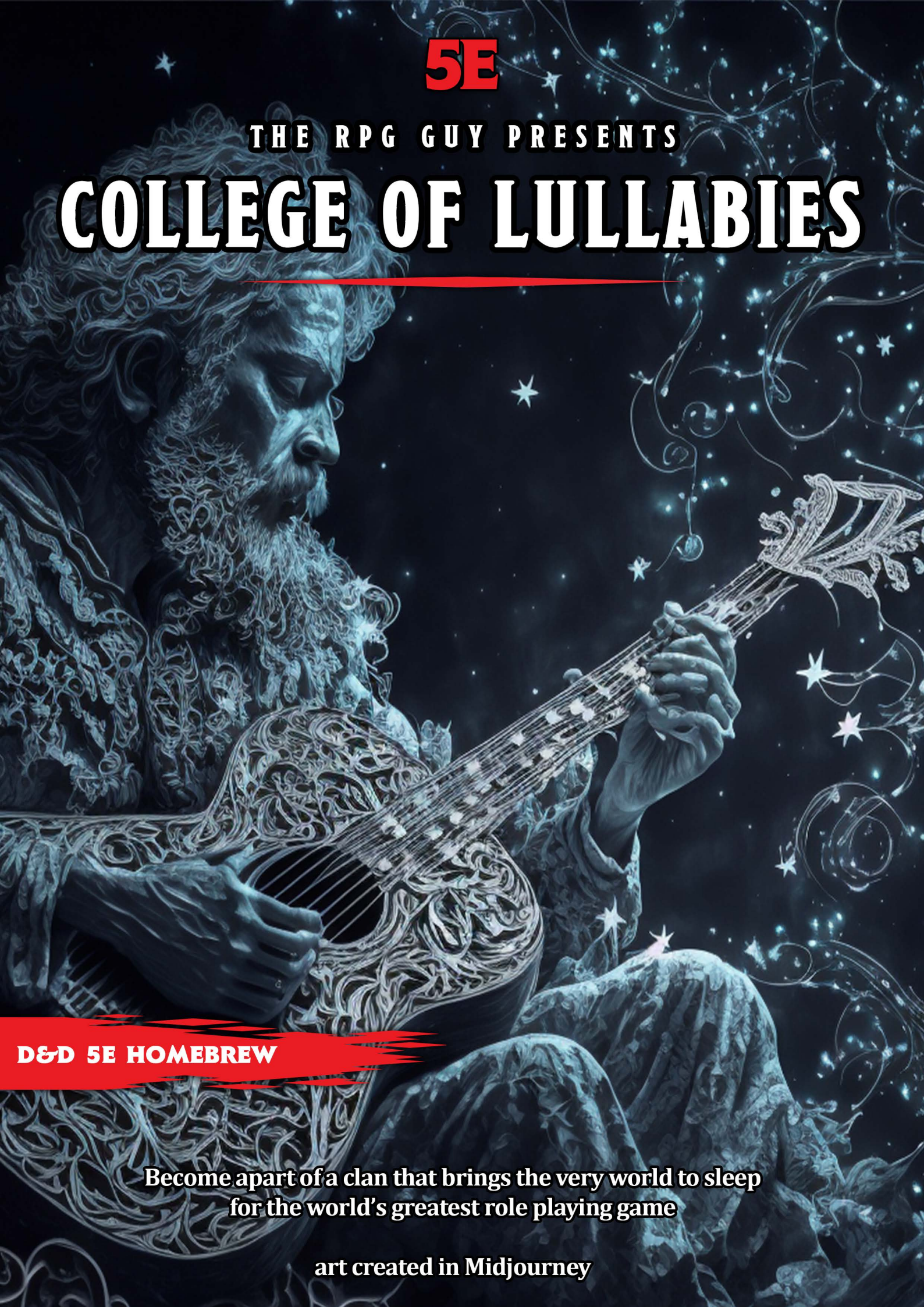




5E

THE RPG GUY PRESENTS

COLLEGE OF LULLABIES

D&D 5E HOMEBREW

Become apart of a clan that brings the very world to sleep
for the world's greatest role playing game

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The College of Lullabies

Bards of the College of Lullabies weave their teachings to those that dream of a grander life through song and revelry for generations. Made by pure chance and desire, these singers, dancers, and storytellers represent elements within the Court of Twilight which guided by their Aspect, raise and calm the godless world. One will never expect a bard to come with a divine purpose. These brave souls travel the lands of Cresolar to lay chaos to rest with sweet alluring melodies that calm wild magic surges, entities long forgotten that strain against their prisons, or the world anchors that keep Cresolar isolated from other dimensions within the stack.

College of Lullabies bards are as predictable as a mortal's wildest dreams. If one does end up in an adventuring party, they can muddle magic, confuse opponents and even scare the largest beasts with the sweet scent of dreams.

De-stressing Melodies

At 3rd level, you start to weave your music or speech to calm the emotions of your companions after battle. Whenever you use your Song of Rest feature or begin a long rest, you can make any number of creatures with 30ft of you have good dreams while they settle down.

Creatures that finish their short rest while under this effect gain a number of temporary hit points equal to your bard level, doubled for a long rest.

Cautionary Tales

Additionally at 3rd level, you can speak cautionary tales in battle to ward off early ends.

When you see a creature make an attack roll against an ally within 60ft of you, you can use your reaction and expend a use of your bardic inspiration to make it fall asleep. The creature must make a WIS saving throw against your bard spell save DC or fall prone and become incapacitated until the end of its turn. Creatures that are immune to magical sleep, the charmed condition or do not need to sleep automatically succeed on this saving throw.

Additionally, when a ally creature within 60ft of you is reduced to 0 hit points, they do not fall prone. On their turn, they move up to their speed in a straight line towards you then make their death saving throw.

Strings of The Sandman

At 6th level, you learn to calm the ebb and flow of mana. You learn the Dispel Magic spell and it doesn't count against the amount of Bard spells you know.

You may cast this spell without expending a spell slot a number of times equal to your 1+ your CHA modifier.

Lucid Worlds



At 14th level, you empower your spellcraft to gain total control over any dreamscape. When you use the De-stressing Melodies feature during a long rest, you can cause all creatures effected to lucid dream instead. Lucid dreaming creatures can continue to hone a skill they have proficiency in while their bodies rest, empowering their waking bodies. When a lucid dreaming creature wakes up, they gain expertise in the skill they honed while asleep, a bardic inspiration die that last for the next 8 hours and a bonus to their next initiative roll equal to your CHA modifier.

Additionally, Cautionary Tales ignores immunities to its effects. If a hostile creature would fail the saving throw, they take psychic damage equal to three rolls of your bardic inspiration die, half on a success, as you send them cascading through compounded nightmares.

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